**Algorythma Task :**

Deliverables:

1. Working unity project code + apk committed to github public repository

**ALL UI SHOULD BE IN U-GUI**.

You are expected to demonstrate knowledge of the best practices in Unity as well as on the code structure and consistency. You will be assessed on :

* Project completion
* Time taken to submit the project (the earlier the better)
* Project structure
* Code structure and consistency
* Amount of code (Less being better)
* Understanding of concepts and terms like coroutines, batching, mechanim, event systems, asset bundles, atlasing, object pooling, anchoring, etc.
* Knowledge of the game engine and best practices

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**ASSESSMENT**

**SCENE 1 (Starting Scene)**

1. There should be one 3d character, showing on top of a background 1024x768 (that will fit width edge-to-edge), and 3 white tiles (256x256 each).

2. Character should be playing an idle animation by default. Clicking on the character should animate it. It should randomly play one animation from 2 or more possible animations. It should not animate again until it is back to playing idle animation.

3. Clicking on any tile should change color of the tiles one after another, with a gap of 1 second between each color change.

4. Once all tiles change color, go to next 'Scene', called "Scene2". This should not destroy the character. Everything else should get destroyed.

**SCENE 2**

5. Apart from the character from 4. the scene should have 4 tiles with 2 different images (both 256x256). The same 2 images should be vertically placed on the right corner of the screen. Dragging an image from the right and on top of a MATCHING tile should destroy the tile.

6. On tile destruction, a sprite animation depicting destruction should play at the tile position. It will be a short duration visual effect.

7. When dragging image from the right, the actual image should continue to show on the right as well as under your finger. If you drop it anywhere on the screen except the matching tile, the image being dragged should disappear.

(Refer to the attached sketch named Ref.jpeg for some rough idea)

8. Once all tiles are destroyed, load the **attached sketch file** provided **from an asset bundle** and show it on screen. (You have to make asset bundle yourself)

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